



Applicants: Kaminkow, et al.
Appl. No.: 09/656,663
Filed: September 7, 2000
Title: GAMING DEVICE WITH AWARD AND DEDUCTION PROXIMITY-BASED SOUND EFFECT FEATURE
Art Unit: 3713
Examiner: Scott E. Jones
Docket No.: 0112300-012

RESPONSE TO OFFICE ACTION

In response to the Office Action dated November 28, 2001, and pursuant to the telephone interview courteously granted applicants' representatives on February 26, 2002, please enter this Response in the above-identified application.

Please cancel Claims 1 to 33 without prejudice or disclaimer.

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34. (Newly Added) A gaming device comprising:
- a target;
 - a plurality of non-targets including at least two non-targets which are each a same predetermined proximity from said target;
 - a display device adapted to display said target and non-targets;
 - at least one speaker;
 - a sound effect associated with said predetermined proximity; and
 - a processor for causing selection of said target or one of the non-targets, and causing said speaker to generate said sound effect when one of the non-targets within said predetermined proximity from said target is selected.

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